

## Noble

You start knowing 3 players, 1 and only 1 of which is evil.



## Clockmaker

You start knowing how many steps from the Demon to its nearest Minion.



#### Librarian

You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



#### Pixie

You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



## Empath

Each night, you learn how many of your 2 alive neighbours are evil.



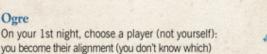
## **High Priestess**

Each night, learn which player the Storyteller believes you should talk to most.



## Innkeeper

Each night\*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.





## Golem

even if drunk or poisoned.

Ogre

You may only nominate once per game. When you do, if the nominee is not the Demon, they die.



Village Idiot

Slaver

Minstrel

Banshee

Tea Lady

they can't die.

The first time you die,

Plague Doctor

Fool

you don't.

Each night, choose a player:

Once per game, during the day, publicly choose a player:

if they are the Demon, they die.

and vote twice per nomination.

If both your alive neighbors are good,

[+0 to +2 Village Idiots. 1 of the extras is drunk]

When a Minion dies by execution, all other players

(except Travellers) are drunk until dusk tomorrow.

If the Demon kills you, all players learn this. From now on, you may nominate twice per day

you learn their alignment.

If you die, the Storyteller gains a Minion ability.



#### Moonchild

When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.



# Godfather

You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]



### Devil's Advocate

Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



# Witch

Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



### Boomdandy

If you are executed, all but 3 players die. After a 10 to 1 countdown, the player with the most players pointing at them, dies.



## Shabaloth

Each night\*, choose 2 players: they die. A dead player you chose last night might be regurgitated.



# Zombuul

Each night\*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.



# Vortox

Each night\*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.



#### Fang Gu

Each night\*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
M	Minion Info	If there are 7 or more players, wake all Minions: Show the <b>THIS IS THE DEMON</b> token. Point to the Demon.
D	Demon Info	If there are 7 or more players, wake the Demon: Show the THESE ARE YOUR MINIONS token. Point to all Minions. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.
2600	Godfather	Show the character tokens of all in-play Outsiders.
TIV:	Devil's Advocate	The Devil's Advocate chooses a living player. <b>⊚</b>
A	Witch	The Witch chooses a player. ◎
\$3	Pixie	Show the Townsfolk character token marked MAD.
	Librarian	Show the Outsider character token. Point to both the OUTSIDER and WRONG players.
<b>(2)</b>	Empath	Give a finger signal.
<b>(2)</b>	Clockmaker	Give a finger signal.
	Noble	Point to al three players marked KNOW.
	Village Idiot	Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down. Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.
-	Ogre	The Ogre points to a player:  If the player is evil, flip the Ogre's token upside down.
<b>COD</b>	High Priestess	Point to the player whom you most think the High Priestess should speak with tomorrow.
8	Dawn	Wait a few seconds. Call for eyes open.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
\$	Pixie	If the Townsfolk marked MAD died, & the Pixie player has been sufficiently mad that they were this character Replace the MAD reminder with the HAS ABILITY reminder. ◎
8	Innkeeper	The Innkeeper chooses 2 players. <b>⊚⊚⊚</b>
T	Devil's Advocate	The Devil's Advocate chooses a living player.
A	Witch	The Witch chooses a player. <b>⊚</b>
W.	Zombuul	If no one died today, the Zombuul chooses a player. ◎
<b>2</b>	Shabaloth	A previously chosen player might be resurrected. The Shabaloth chooses 2 players.
	Fang Gu	The Fang Gu chooses a player.  If they chose an Outsider (once only):  Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target.  Show the YOU ARE and Fang Gu tokens & give a thumbs-down.    ■
P	Vortox	The Vortox chooses a player. ◎
260	Godfather	If an Outsider died today, the Godfather chooses a player. ◎
	Plague Doctor	If the Plague Doctor died, place a Minion character token in the center of the Grimoire.  Mark this with the STORYTELLER ABILITY reminder. If applicable, add a token to the night sheet.
X	Banshee	If the demon killed the Banshee tonight, place the HAS ABILITY token.  Publicly announce that the Banshee died.
C.	Moonchild	If the Moonchild is due to kill a good player, they die.
<b>(4)</b>	Empath	Give a finger signal.
	Village Idiot	Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down. Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.
CON.	High Priestess	Point to the player whom you most think the High Priestess should speak with tomorrow.
2	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.